PSX Level Configuration Files

The Level Select screen configuration file:

The location of this config file should be: ***cd_root\data\levels\Levels.cfg***

The first part of the PSX level config file is laid out as follows:

```
LEVELINFO
{
        MAXLEVELS a
}
```

a This is the number of levels that should be read from the list below this section.

The second part of the config file is as follows:

```
a
{
        Mission         b
        Level           c
        Type            d
        Screen          e   f
        Xpos            g
        Ypos            h
}
```

a – The level directory name.
b – The mission number.
c – On which screen(or strata) this level is on.
d – The type of image to display. (CT_ICE, CT_ROCK, or CT_LAVA)
e – The x position on the level select screen.
f – The y position on the level select screen.
g – The x offset for the highlighted image
h – The y offset for the highlighted image

This section should be repeated for each level in the game.

The Level objective configuration file:

The location of this config file should be: ***cd_root\data\levels***levelname***\Levels.cfg***

Level appearance values:

BlockSize   = The size of the block relative to the other units. (It is recommended that this is not altered)
DigDepth   = The height of the walls.
TextureSet   = The textures to use for this level. (Textures::Ice, Textures::Rock, or Textures::Lava)

Mission objective values:

In the ***Lego007::Levels::***{Leveldir}***::Bronze*** section:

Timer::Time	-	The time limit to complete the bronze objective
Timer::Direction	-	The timer direction (-1=countdown, 1=up)
GreenCrystals	-	Number of green crystals to collect to complete the bronze objective
RedCrystals	-	Number of red crystals to collect for this objective
Minifigures	-	Number of minifigures to rescue to achieve this objective
EndConditionTest	-	When to check for the objective completion, this works as follows:
		-1 = Continuous checking.
		0-2 = Check when player is inside building number (0-2)

Other values:

CDTrack   = The music track to play for this level.
NextLevel   = The next level in the level list. (***Levels::***levelname)